

### Claim Amendments

Claims 1-13 (canceled)

Claim 14 (previously presented): The method of Claim 17 wherein the producing step includes the step of producing the images with texture in real time.

Claim 15 (previously presented): The method of Claim 17 wherein the producing step includes the step of producing the images with texture based on pseudo-fractal sum.

Claim 16 (previously presented): The method of Claim 17 wherein the producing step includes the step of producing the images with texture based on a sine function.

Claim 17 (previously presented): A method for creating an appearance of texture in a computer image comprising the steps of:

introducing information into a computer from which the image is produced;

for each point of the image in 3D geometric space:

computing a pseudo-random hash value at each vertex of a unit cube surrounding the point of the image using six + modules and seven L modules where the L module is implement as a look-up table having 64 6 bits entries;

mapping the lower six bits from last stage L modules of a plurality of stages of modules to a fixed set of 64 gradient vectors where the set is chosen such that a length of each component of every vector of the 64 vectors is a power of two;

based on the gradient vectors, combining with the computer the contribution from each vertex into a single interpolated result to produce the point of the image with noise interpolated texture that do not have visible grid artifacts; and

after all points of the image are obtained, displaying the image on a display.